JOB SHEET 2-4-43
OVERLAY ASSOCIATIONS

INTRODUCTION

One way to display Overlays on a product is to use the Graphic Tablet and manually select each desired overlay. To save time, the Overlay Associations function allows pre-selected overlays to automatically display with a product. One note caution, the more overlays associated with a product the longer it takes for the product plus the overlays to display. The Overlay Associations function is set in the Adaptation Menu.

OBJECTIVE

Use the Adaptation Menu to set Overlay Associations for a VIL product.

REFERENCES

NWS EHB 6-531-1. USERS GUIDE: PUP/RPGOP, Section 13.1.4

PROCEDURE

1.   From the Main Menu type **AD** and press **RETURN**.

   -      The Adaptation Menu displays.

2.   At the Adaptation Menu, type **O,57** and press **RETURN**.

   -      Note the (**O**)verlay Association asks for a product ID number <PROD-ID#>. Product ID number 57 is the VIL product. You cannot enter the edit mode without specifying the <prod - ID#> first. To find the product ID numbers, type **H,PA** or **H,P** or simultaneously press the **SHIFT+F5** keys.

   -      The Overlay Association Edit Screen for Product 57 displays.

1

```
                                    MAIN MENU

        COMMAND:  AD
        FEEDBACK:

        Enter command and press return.  For assistance, press the HELP button (F5).

        (C)ONTROL
        (S)TATUS
        (D)ISPLAY
        (R)OUTINE PRODUCT SET
        (G)EN AND DISTRIBUTE PRODUCTS
        (T)IME LAPSE
        (A)RCHIVE
        (U)SER FUNCTION
        (AD)APTATION DATA
        (M)ONITOR PERFORMANCE
        (H)ELP


        UNACKNOWLEDGED ALERTS                    ALPHA PRODUCT QUEUE INDICATOR
        ACKNOWLEDGED ALERTS                      RPG PRODUCT REQUEST STATUS
        SYSTEM STATUS
```

2

```
                            ADAPTATION DATA MENU

        COMMAND:  AD,O,57
        FEEDBACK:

        Enter command.

        (R)OUTINE PRODUCT SETS, <RPS-ID>,    (E)DIT  *
                                             (L)EFT DISPLAY RATE ***, <seconds>
                                             (R)IGHT DISPLAY RATE***,  <seconds>
                                             (RE)PLACE WITH, <RPS-ID>  [R for current list]
        (A)LERT PROCESSING,        <Alert-Area> *
                                (T)HRESHOLD VALUES
        (B)ACKGROUND MAP ASSOCIATIONS, <PROD-ID#>  *
        (O)VERLAY ASSOCIATIONS, <PROD-ID#>  *
        (C)URSOR HOME LOCATION ***, <LATITUDE> ***, <LONGITUDE>
        <PASSWORD> **


         * Footnote:        Enters edit screen at this point.
        ** Footnote:        To modify other categories. (Extended Adaptation Data Menu.)
       *** Footnote:        Current value displayed if command ends at this point.
```

3.   a.   Note the position of the cursor below overlay number 1. If you want
            an overlay to automatically display with this product, place an "X"

under the number. If the space is blank, the overlay is not associated with the product. The legend, matching the overlays to their numbers are on the bottom half of the screen.

b.   Tab through this menu and mark the overlays of your choice. In the example provided, overlays 1,2,3, and 4 have been chosen. Each product may have up 16 different overlays associated with it. However, you seldom want that overlays many cluttering up the screen.

4.   Press **RETURN**.

-      Your edits are saved and the next time the product is displayed, the Overlay Associations you selected are displayed with it.

NOTE - Keep in mind that overlays are generated at the end of a volume scan. They must, by convention, have the same date, time and RPG as the product being displayed. The PUP automatically checks to make sure this information matches before the overlays are displayed with the product. This often results in the need to display a product which is a volume scan old to display the overlays.

END

3

OVERLAY ASSOCIATIONS EDIT SCREEN

COMMAND: AD,
FEEDBACK:

Place an "x" under the overlays to be associated with this product.

```
                                    1  1  1  1  1  1  1
Map Number:   1  2  3  4  5  6  7  8  9  0  1  2  3  4  5  6
             -------------------------------------------------------------------------------
Association:    X  X  X  X
```

OVERLAY NUMBERS AND NAMES

1. Hail Index   9. Severe Weather Probability
2. Mesocyclone   10. Combined Shear Contour
3. Tornadic Vortex Signature   11. Current Cross Section
4. Storm Tracking Information   12 to 16. Not Defined
5. Annotations
6. Attributes
7. Alert Area #1
8. Alert Area #2